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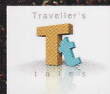
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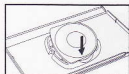
WRC

FIA WORLD RALLY
CHAMPIONSHIP



PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

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PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

PARENTAL CONTROL LEVEL	AGE GROUP
9	Restricted to 18 and over
7	Not suitable for under 15 unless accompanied by an adult
5	Recommended for mature players
3	Parental guidance recommended
2	General

UCES-00005/P

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WRC

FIA WORLD RALLY
CHAMPIONSHIP



WELCOME TO WRC™

The FIA World Rally Championship is one of the most challenging and demanding motor sports in the world. Drivers and co-drivers compete in some of the harshest conditions on the planet, leaving millions of fans spellbound.

Thanks to technological improvements in TV coverage in recent years, the World Rally Championship has a higher profile than ever. I am delighted to see that WRC on PSP™ will raise this profile even further. Few people get the opportunity to experience the thrill of the World Rally Championship from the driver's seat – this title gives you the chance to attempt a hairpin bend on icy ground, or drive over the crest of a hill at 100mph.

Just as the FIA World Rally Championship makes use of cutting edge driving technology, the features and capabilities of the PSP™ handheld entertainment system are truly groundbreaking. I know that rally fans will especially enjoy the chance to take each other on in Wireless multiplayer rallies.

This title will bring enjoyment to all those who love the drama, intensity and excitement of the FIA World Rally Championship. I hope you enjoy the ride.

David Richards
International Sportsworld Communicators

SETTING UP

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the WRC™ disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the  icon from the Home Menu and then select the  icon. An image of the software will be displayed. Select the image and press the  button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved WRC data. Make sure there is enough free space on the Memory Stick Duo™ before commencing play.

The minimum amount of free space required to save WRC data will vary depending on the capacity of the Memory Stick Duo™ inserted. The minimum amount of free space required for different capacity official Memory Stick Duo™ products is listed below:

32MB – 128MB	=	256KB
256MB – 2GB	=	288KB

Wireless (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

CONTROLS

In this manual, ↑, ↓, ←, → etc. are used to denote the directional buttons only unless otherwise stated.



THE GAMESCREEN



1. Current gear
2. Speed
3. Tachometer
4. Stage progress indicator

NOTE: the gamescreen may vary between different game modes.

GETTING STARTED

USING MENU SCREENS

Press the ↑, ↓, ← or → directional buttons to highlight an option, then press the X button to confirm. To return to the previous menu screen, press the A button or the B button.

LANGUAGE SELECT SCREEN

The Language Select screen is displayed immediately on boot-up. Press ↑ or ↓ to select a language and press the X button to confirm. Choose from English, French, German, Spanish and Italian.

PROFILE MENU

WRC uses user profiles to save game progress, settings and stage records. The amount of space required to save a user profile to Memory Stick Duo™ will vary depending upon the capacity of the Memory Stick Duo™. See the "Memory Stick Duo™" section elsewhere in this manual for more information. Stage times and unlocked features are autosaved to the current profile.

The Profile Menu will be displayed upon boot-up. Select "Create Profile" and enter a name for the profile using the virtual keyboard, select "Load Profile" to choose a profile previously saved to Memory Stick Duo™, or select "Delete Profile" to create some free space on a Memory Stick Duo™. Alternatively, select "Play as Guest" to continue without creating or loading a profile – any unlocked cars, rallies or other data will not be stored.

The Profile Menu can be accessed in-game by selecting "Profile" from the Main Menu.

NOTE: to save or load game data, a Memory Stick Duo™ must be inserted into the Memory Stick Duo™ slot of the PSP™ system.

MAIN MENU



QUICK RALLY

Enjoy a brief dose of WRC thrills – no opponents, just pure excitement. A rally, stage and car are randomly selected from all those currently unlocked. Select “Start Race” to accept the settings, or “Shuffle Settings” for a new combination.

TIME TRIAL

Take on the clock and strive to achieve the fastest times in this extreme test of driving precision. Select any currently unlocked stage to take part in a Time Trial. A “ghost car” will be displayed during the race, representing the fastest time record for that stage.

SINGLE RALLY

Take an opportunity to sample the varied conditions and hazards that each country has to offer. Select a team, car and driver and then choose any currently unlocked rally.

CHAMPIONSHIP

Compete in the World Rally Championship and experience the sheer excitement and competition of rally driving. When beginning a new season, select the difficulty, team, car and driver to proceed to the first rally.

Only Novice and Professional difficulty levels will initially be available. Expert difficulty level is unlocked through completing the Professional Championship, whilst completing the Expert Championship unlocks the Extreme Championship, the toughest test of driving skill and determination of all.

CHAMPIONSHIP PROGRESSION

To progress through each championship, a certain finishing position must be achieved in each stage. The necessary position is determined by the difficulty level: fifth place or higher in the Novice Championship, fourth place or higher in the Professional Championship, and so on. If the required position is not attained, the stage can be retried, but the following stage will not be accessible.

Difficulty Level	Number of Rallies	Stages Per Rally	Total Number of Stages	Required Finishing Position
Novice	16	2	32	5 th or Better
Professional	16	3	48	4 th or Better
Expert	16	4	64	3 rd or Better
Extreme	8	4	32	1 st

When all stages in a rally have been completed, the times for each stage are combined to give a total time and points are allocated to drivers based upon their rankings in that rally. Over the course of a season (all sixteen rallies) these points determine standings in the FIA World Drivers' Championship and the Manufacturers' Championship. Championship standings are displayed upon completion of a rally, and points are allocated as follows:

1st = 10pts	5th = 4pts
2nd = 8pts	6th = 3pts
3rd = 6pts	7th = 2pts
4th = 5pts	8th = 1pt

Many drivers from one team can compete in the FIA World Drivers' Championship, which is particularly useful for teams keen to get to grips with a new model of car or to help a number of drivers gain experience. Any driver can score points towards the Drivers' Championship based upon their performance in a rally. However, each team must have two Nominated Drivers, and only their performances can contribute points towards the Manufacturers' Championship. In Championship Mode, user-selected drivers will always be designated Nominated Drivers for their team.

As well as unlocking the various rallies and stages, progressing through the championships on different difficulty levels unlocks Evolution and Extreme Spec versions of cars.

NOTE: any progress in Championship Mode will be autosaved to the current profile upon completion of a stage.

MULTIPLAYER

Compete with other WRC players for racing glory. Multiplayer games can be played on one PSP™ system, with up to four players taking turns to complete stages, or in Ad Hoc Mode, where up to eight users can take part in simultaneous time trials through a Wireless (WLAN) connection.

MULTIPLAYER MENU

WIRELESS TIME TRIAL

NOTE: the WLAN switch must be left in the ON position while enjoying a Wireless Time Trial.

Via Wireless (WLAN) compatibility, Wireless Time Trial supports between two and eight players at a radial distance of up to ten metres.

Before commencing play, press the HOME button to access the Home Menu, and select the "Settings" icon from the horizontal bar. Select "Network Settings", and then set "Ad Hoc Mode" to "Automatic".

If the "Automatic" setting does not enable all players to establish a connection, all players should then select either "Ch 1", "Ch 6" or "Ch 11", so that each player is using the same Channel.

NOTE: the player that creates a Wireless (WLAN) multiplayer session is known as the "host".

Create Game

Select the maximum car evolution level to define whether Evolution and Extreme Spec cars will be permitted. When the car evolution level is set to Open all currently unlocked car evolutions can be used. A car, a driver, a rally location and a stage should then be selected. Other users will then be able to join the session and will be displayed in the session lobby when they do so. Players will be displayed as soon as they join the session; when they have finished selecting a team, car and driver they will appear highlighted in green. The host can eject another player from the lobby, if required, by highlighting a player and pressing the  button. When all players are ready, the host should select "Start Race" and press the  button to begin the race.

Join Game

A list of any Wireless (WLAN) Multiplayer Games being hosted in the vicinity will be displayed on-screen. Select a game to participate in and press the  button to proceed to the team, car and driver select screens, and then to the session lobby. The session will begin when the host selects "Start Race".

TURN-BASED TIME TRIAL

Compete to beat the current fastest time records for the selected stage. Select a player number from 1 to 4 and press the  button to choose the team, car and driver for that player. Once all required players have chosen their team, car and driver details, select "Accept" to proceed to rally and stage selection. The stage will then begin with Player 1 going first. Players can continue racing the stage and attempting to improve their times for as long as desired. Press the  button or the  button when required to return to the Main Menu.

TURN-BASED SINGLE RALLY

Select the difficulty level, and then select player details as outlined in the Turn-Based Time Trial section above. Players take turns to complete each stage of the selected rally, with the number of stages determined by the difficulty level, and once all stages are complete, the final results are displayed.

TURN-BASED CHAMPIONSHIP

Select the difficulty level and player details as outlined in the Turn-Based Single Rally section above. At least one player must complete each stage and achieve the required finishing position, determined by the difficulty level, for players to proceed to the next stage. The championship continues through the season, with points allocated at the end of each rally based upon the time rankings achieved by each player.

PROFILE

LOAD PROFILE

Load a user profile from Memory Stick Duo™.

CREATE PROFILE

Create a new user profile and save to Memory Stick Duo™.

DELETE

Delete a user profile from Memory Stick Duo™. All Championship progress and stage records for that profile will be lost.

SAVE PROFILE

Save progress to Memory Stick Duo™. Once a profile has been saved, further game progress and changes in stage time records will be saved to Memory Stick Duo™ automatically.

MERGE PROFILE

Merge the current stage records with those of another selected user profile either on the currently inserted Memory Stick Duo™ or through inserting another Memory Stick Duo™ containing a WRC user profile. Merging records forms a combined top ten fastest times record for each stage.

PLEASE NOTE: do not insert or remove a Memory Stick Duo™ from the Memory Stick Duo™ slot of the PSP™ system unless specifically prompted to do so.

WIRELESS MERGE

Merge the current stage records with those of another user using Wireless (WLAN) Networking. Ensure that the WLAN switch on the PSP™ system is in the ON position before selecting Wireless Merge.

BEST TIMES

View the fastest time records for each stage and for each full rally.

NOTE: full rally times will only be recorded when the Expert or Extreme difficulty levels are selected.

RESET BEST TIMES

Return all fastest time records to default times.

OPTIONS

Change Avatar	Choose a distinctive icon to be associated with the current profile
Change Flag	Select a flag to signal driver nationality in the current profile
Change Music	Select a song to be played during rallies
Music Volume	Adjust the volume of the in-game music
Voice Volume	Adjust the volume of co-driver navigational calls
Effects Volume	Adjust the volume of the in-game sound effects
Credits	View the names of the people behind the scenes

THE PAUSE MENU

Press the START button at any time during a race to access the Pause Menu.

Resume	Return to the action
Reset To Track	Reposition the car, stationary, in the middle of the track
Restart	Return to the start of the current stage
Skip Turn	Skip the current player's turn (during turn-based multiplayer rallies only)
Options	Adjust volume settings for in-game music, voices and sound effects
Retire	Quit the current stage. If a driver retires in Championship Mode no points will be scored for that stage

NOTE: some Pause Menu options may not be available in certain game modes.

PLAYING THE GAME

STAGES

Each of the sixteen rallies is split into four separate stages, with unique track layouts that provide different challenges and hazards to test driver, co-driver and car to their limits.

SPLIT TIMES

Every stage is divided into three or four "splits" marked by gates on the track. When a gate is crossed through, the time taken to complete the last split will be displayed, along with the time difference between the split time and record time or the split time of the race leader, depending on the current game mode.

CAR DAMAGE

Car damage is an occupational hazard in rally driving – in fact it sometimes feels inevitable! When Novice or Professional difficulty is selected, cars will suffer visual damage as a result of collisions, but their performance will not be affected. When Expert or Extreme difficulty is selected, however, collisions will affect the car's performance, reducing its top speed and acceleration.

CO-DRIVER CALLS

Co-drivers are often the unsung heroes of the World Rally Championship, but the guidance they provide during rallies is absolutely vital. Navigating the hazardous terrain of WRC courses is certainly a two-man job.

The co-driver will offer guidance in the form of audio calls, announcing the severity of impending turns and changes in surface condition. These calls are complemented by visual indicators, colour-coded according to the severity of the bend from white (mild) through yellow and orange to red (very sharp or hairpin bend).

DOWNLOADABLE CONTENT

WRC has been specifically designed to support Downloadable Content, making it possible to connect the PSP™ system to the Internet in order to download new game content directly to Memory Stick Duo™. Please refer to the PSP™ system Instruction Manual for further details on connecting to the Internet. Once a network connection has been created, visit www.yourpsp.com to begin downloading new and exclusive content.

AVATARS

Each WRC user can select an "avatar" to be associated with their profile – a distinctive icon that suggests something about their character, interests or nationality. A wide range of avatars are available for selection in WRC.

Users can also create their own avatar, should they wish, using a PC. If a 32x32x24 or 32x32x32 PNG (Portable Network Graphics) image file is copied onto Memory Stick Duo™ into the user-created directory /PSP/DOWNLOAD/WRCPSP, the icon will become available for selection in WRC by selecting "Change Avatar" from the Options Menu.

THE RALLIES



Supermag Rally Italia Sardinia

The area around Porto Cervo in the north of Sardinia offers sandy gravel roads and a challenging mixture of medium and fast corners – a real contrast with the sealed asphalt stages of Sanremo, where the Italian round of the World Rally Championship was held for many years.

2004 Winner: Petter Solberg



Neste Rally Finland

One of the most popular events on the calendar, the Finnish round is a quick and exciting rally on a fast gravel surface. Its high-speed sections and mammoth jumps demand total commitment, and Scandinavian drivers, used to coping with the loose surface, are frequently successful here.

2004 Winner: Marcus Grönholm



Uddeholm Swedish Rally

Another rally traditionally dominated by local talent, the Swedish round is the only full-snow event on the World Rally Championship calendar. Undoubtedly challenging, with temperatures dropping as low as -27°C, its unique nature makes it a firm favourite with spectators and drivers alike.

2004 Winner: Sébastien Loeb



Rally de Catalunya-España

The Spanish round may not be quite as daunting as the sheer mountain drops of Corsica from the Rallye de France, but its quick sealed-asphalt surface offers a similar challenge and French drivers have often been successful here. It is a fast event and absolute precision is required to find the fastest lines and claim victory.

2004 Winner: Markko Märtin



Rally Mexico

This action-packed gravel rally proved to be a popular addition to the World Rally Championship schedule in 2004. The event offers real contrasts, spread as it is across the mountains and plains around the city of Leon, and drivers must be alert to hazards on the road that can punish careless driving.

2004 Winner: Markko Märtin



Rally New Zealand

Wonderfully situated amidst the stunning New Zealand landscape, this unpredictable gravel-surface event is full of blind crests and fast jumps. It takes a driver with exceptional car control to meet the challenge, with the list of past winners including many of the sport's true greats.

2004 Winner: Petter Solberg



Acropolis Rally Greece

A truly tough event that demands not just strength and reliability from the car, but also excellent physical conditioning from the in-car crew. With twisting mountain turns, thick dust and scorching cockpit temperatures, the Greek stage offers an extreme challenge to even the most hardened rally drivers.

2004 Winner: Petter Solberg



Wales Rally Great Britain

No longer guaranteeing thick mud and heavy rain, having been moved from November to mid-September, Rally GB is a historic event that is always a highlight of the season. Rain is always a danger, however, and drivers have to be prepared for a fast and slippery ride.

2004 Winner: Petter Solberg



Rally of Turkey

One of the newest events on the WRC calendar, the layout of the Turkish round has been fine-tuned since it was introduced in 2003. It is a rough and rocky event with a gravel-surface, and its high-temperature, high-altitude stages test both driving technique and mechanical reliability.

2004 Winner: Sébastien Loeb



Rally Argentina

There is perhaps no better rally for the spectators, but the drivers have far less time to admire the stunning Argentinian mountain scenery. The high altitudes of many of the stages can affect engine performance, and the unpredictable weather makes the event even more of a challenge.

2004 Winner: Carlos Sainz



Cyprus Rally

A tough gravel event in uncomfortably high temperatures, the still relatively new Cyprus Rally features an exciting mix of tight, twisting corners and fast, flat-out straights. Huge clouds of dust are thrown up, particularly in the early stages, and excellent mechanical reliability is an absolute must.

2004 Winner: Sébastien Loeb



Rallye de France - Tour de Corse

Definitely a rally for the asphalt specialists, slippery but abrasive roads wind sharply through the Corsican mountains, resulting in plenty of wear on the tyres and higher than usual g-forces acting on the in-car crews. Huge amounts of courage and skill are prerequisites for winners in France.

2004 Winner: Markko Märtin



Rally Japan

A challenging event that made its debut on the World Rally Championship calendar in 2004, Rally Japan winds its way through the forests of the northern island of Hokkaido on a loose gravel surface very similar to that of New Zealand. Temperamental weather systems mean that wet conditions are possible, making the event even more challenging.

2004 Winner: Petter Solberg



OMV ADAC Rallye Deutschland

This event was introduced on to the WRC calendar in 2002, and has so far been dominated by Sébastien Loeb and Citroën. It is an asphalt rally, but its wide variety of different sealed surfaces, from narrow vineyard roads to rough tank tracks, make it a tricky and demanding event.

2004 Winner: Sébastien Loeb



Rallye Automobile Monte Carlo

The tight, twisty and unpredictable challenge of the legendary Rallye Automobile Monte Carlo tests teams to the limit. The wide range of surfaces and fickle weather conditions make tyre choice vital – and are the reason why Monte Carlo is such a spectacular contest.

2004 Winner: Sébastien Loeb



Telstra Rally Australia

Famous for its unique surface coated with tricky marble-like gravel, the Telstra Rally Australia offers a true challenge for the world's best drivers. The difficult surface hampers grip levels, making good road positioning a real priority, and commitment and skill are absolutely essential.

2004 Winner: Sébastien Loeb

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Salaryman 'Ratner'

Written by Eric Valentin/Richard Valentin/Rosanne Marshack/Howard Kantoff.
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RADIO 4 'Save Your City'

(Collins/Roman/Williams)
Rykosongs (SESAC) / Rykomusic Ltd (PRS) From the LP GOTHAM! On Gern Blandsten Records
www.gernblandsten.com / PO BOX 356 / River Edge / NJ 07661

The Walkmen 'The Rat'

Written by The Walkmen Publisher: Les Bamba (ASCAP). (P) Date: 2004 Record Collection ISRC: USRC20300033
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Urusei Yatsura 'First Day On A New Planet'

(Kemp / Urusei Yatsura) copyright control.
P and C 1996 The Trading Ltd (P) Date: 1996 Sire Records Company
ISRC: US5110500061 Credit: Licensed courtesy of Warner Strategic Marketing UK by arrangement with Sire Records Company

'Take Me Out'(Kapranos/McCarthy)

Performed by Franz Ferdinand Produced by Tore Johansson
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'Michael'(Kapranos/McCarthy)

Performed by Franz Ferdinand Produced by Tore Johansson
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'Les Yper Yper Sound' (Gane/Sadier)

Performed by Stereolab Published by Universal/Island Music Ltd
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With thanks to all the team at International Sportsworld Communicators.

In memory of Michael Park (1966 - 2005)

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